



**2012 Vidya Gaem Awards**

*Award Speeches*

Speeches from the 2012 Vidya Gaem Awards

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**Most Hated Award for most hated game of the year - WINNER:  
Mass Effect 3**

There was a lot of hype leading up to the release of Mass Effect 3, on top of the already high expectations of its fanbase to finish off the trilogy in an amazing fashion. The over the top "Take Earth Back" trailer, with its faux controversial "child dies" cliché; another publicity stunt which saw copies of Mass Effect 3 launched into space and back, and the exciting promise of decisions made across all three games having an impact on the outcome. The game itself was released, and while looking polished, stood upon a simplified corridor shooter RPG with an unengaging storyline. Apart from the most hardened biotronics, the fan reaction was naturally one of anger and disgust. In a surprising turn, certain high profile gaming media personalities discounted these genuine reactions by propagating the phrase "gamer entitlement". The concept of the consumer having no right to recourse or critique was one of the most dangerous introduced in 2012, and for that we thank Mass Effect 3 by awarding it the Most Hated game of the year.

**Least Worst Award for least worst game of the year -  
WINNER: The Walking Dead**

While other games floundered in a sea of hype they couldn't possibly live up to, The Walking Dead came out of nowhere and carved its own niche. Bolstered by word of mouth and some well timed Steam sales, a zombie themed point and click adventure found itself the talking point of almost all gaming circles, each claiming to have been the first ones to discover it... hipsters. Taking a reasonably well-known setting from The Walking Dead comic series, Telltale succeeded in adapting the IP to the gaming media, without constructing a rushed, horrible cash-in like so many others. (I've got my eye on you, Activision.)

Attempting something new with the tired zombie formula, Telltale created a story-driven game with purpose, and with characters that even the most cynical, jaded assholes could connect to on one level or another. Despite some bugs, especially on mobile ports, we see a fresh update to adventure game user interface which works well.

Closely beating its polar opposite runner-up, Hotline Miami; The Walking Dead is awarded our Least Hated award for giving us an engaging, modest title, amongst a year of disappointment.

## **/v/irgin Award for best new IP - WINNER: Hotline Miami**

A patient yet decisive murder extravaganza, candy coated in neon and synth, we are introduced to a world where the individual story arcs are made deliberately irrelevant. What remains is an adrenaline-fueled retro killfest which creates a surreal, satisfying but sickening experience, and it makes the player glimmer with a guilty ecstasy. With a sequel already confirmed, we hope the next iteration continues with a tradition of frantic action, parody of pretentious narrative, and themed psychotic music and visuals, while adding new masks, weapons and enemies for the player to experiment with. With strong new competition in 2012, Hotline Miami refreshingly takes out our virgin award.

**IP Twist Award for best implementation of an old franchise  
- WINNER: Black Mesa (2012 iteration)**

To say this game came out of nowhere would be both right and horribly wrong. After almost 8 years in development, what was once a hotly talked about project was released to little fanfare. So what did we get? Surprisingly, everything that was promised. Black Mesa took the story of Half-Life, and re-imagined the earth sections in the updated Source engine. Clunky sections were cut down, weapons were enhanced, and jumps were crouched. Black Mesa's strength was that it wasn't a shot-for-shot remake made by fans with rose-tinted-glasses. It was made how a remake should be; by analyzing the original, removing the bad, improving on the good, and making meaningful additions along the way. Black Mesa offers us a better way to experience the opening story of the Half-Life saga and wins our IP Twist Award.

## **Stylish! Award for best visual aesthetics - WINNER: Journey**

The visuals of Journey completely shoulder the responsibility of its narrative, since there is no spoken or written dialogue at all. The story is told through three main environments - a lonely but fun-filled desert, an even lonelier and now ominous underground, and desolate mountains of snow. Favoring impact over realism, each area has a unique, minimalist style which is designed to focus the intended emotion. The compulsion players feel to journey together, and continue onward to the goal, is engineered entirely in an implicit manner through the visual design. Despite this simplicity, each area looks stunning and some moments are particularly majestic, in particular the finale with bursting energy and landscape. thatgamecompany truly put the power of the cell to use and as such wins our stylish award for 2012.

**FUCK YOU Award for worst character - WINNER: Diana Allers  
(Mass Effect 3)**

Appearing before us is the uglier, uncanny valley hybrid of snooki from Jersey Shore and Jessica Chobot. Beyond her lazy visual design, Chobot herself offers a monotone and emotionless voice performance, a perfect rendition of the dull storyline and characterisation behind her. Allers is a reporter who openly admits her agenda and that the subject of her reports, Shepard, has full control over her content. Not only that, she is quite aptly one of the easiest love conquests seen in a video game yet, just agree to her interviews and invite her to your bedroom. These conflicts of interest parallel those happening in the video game industry, and we question whether it was an intentional effort to try and influence the casual audience in accepting this kind of collusion. However, that is giving Bioware more credit than they deserve.

**Meat and Fish Award for most pretentious indie game -  
WINNER: Fez**

The release of Polytron's debut title reminds us that even the small passionate team of artists can still give the AAA studios a run for their money... by ramping up the hype and shameless self promotion! In 2007, early praise for this game's then-novel (albeit unoriginal) perspective switching gimmick made Polytron a big name in the indie scene, and over the ensuing years Fez received a number of awards and accolades before it was even released. Director Phil Fish with his newfound clout began inflammatory comments on the web and in numerous interviews, and while this did reveal him to be every bit the pretentious snob, ultimately his reckless behavior only gave the game more press. Clocking in with a development time of five years, Fez simply couldn't live up to the hype. Congratulations Polytron, but this probably the last award you'll ever going to receive.



### Hamburger Helper Award for worst writing - WINNER: Mass Effect 3

Back to back winners of the Hamburger Helper award, Bioware have shown no signs of improving from the abysmal Dragon Age 2. Most of the attention for Mass Effect 3 was brought on by the lack of relevance of any of the players' decisions to the deus ex machina ending. However, this worked in Bioware's favour, acting as a distraction from the shameless fan-fiction subplots and simplified "good or bad" choices generated by the writing team across the entire game. While the first Mass Effect gave us the beginning to a promising new science fiction world, much of the team has changed since then. It seems to be a staple of modern Bioware to manufacture controversy for both attention and foil would be-critics. Much of the story content of Mass Effect 3 seems shoehorned in to achieve this, and instead of an interesting, engaging world being painted around to interact with, the player feels ushered through a theme park of unmemorable skits designed by an external agenda. Bioware calls this "artistic expression" - and we call it the well deserved winner of the Hamburger Helper award.

**Gamebryoken Award for glitchiest/most unoptimized game -  
WINNER: The War Z**

After the Foundation Release was made available on Steam, it became apparent this title was rushed out in an attempt to snipe customers ahead of the release of the similar Day Z standalone. The War Z attracted much negative attention for failing to deliver advertised gameplay features, but the game also suffered from glitches and a severe lack of optimisation. Produced by the same guy as Big Rigs Over the Road Racing, there is no surprise seeing glitches across the board - graphics, sound, AI and gameplay are all marred. Despite looking like a game from a decade ago, performance in general is poor even on modern high spec PCs. As a result, we proudly award The War Z with the Gamebryoken award.

## **Buzzword Award for best gameplay - WINNER: Hotline Miami**

On the opposite end of the spectrum to The Walking Dead, Hotline Miami downplays its narrative and ensures the player focuses on what it does well - fast paced, top-down combat puzzles. Not only tight and strikingly fast, but sometimes requiring the player to stop and think, meticulously planning before they act. At the same time, one small hesitation can be the deciding factor, the lightning quick action it demands upon acting and killing can mean the difference between the satisfaction of clearing a room of armed thugs to bloody, ultraviolent mess or meeting an anticlimactic end by shotgun. Instant restart upon death only serves to make your brutal, trial-and-error murder campaigns painfully addicting. It's tense, visceral and at least initially unpredictable. It also happens to be fun, Dennaton Games earning our Buzzword award for 2012.

**Reddit Award for worst fanbase - WINNER: My Little Pony:  
Friendship is Magic**

With a constant and virus-like urge of insertion and need to propagate, the 'bronies' have a need to insert their culture into your favorite video game. Threads upon threads suffered at the hands of this culture early in 2012, more often than not derailing the topic at hand. Subsequent creation of the /mlp/ board helped somewhat, but much of the damage was already done. Is this video games? No. Maybe the best thing to do is to turn the Pony culture a blind eye. Don't acknowledge it. Don't even utter a word. And let it fade into the obscurity of time. Maybe this award wasn't the best idea. Oops.

**Not So Rehash Award for updating a series nicely - WINNER:  
Far Cry 3**

The third installment of Ubisoft's Far Cry series achieves a rare feat - it updates a numbered franchise in a worthwhile way. As with previous titles, the storyline is distinct; however the open world island setting and core first person gameplay remains. The story, characters and voice acting are done well enough to push the player through the game, in particular the well-received psychotic antagonist, Vaas. There are enough side quests and distractions to be interesting - gunplay and driving are responsive and fun. Although not a groundbreaking title itself - leaving 4 years between each release, Ubisoft hasn't rammed this series into oblivion, and wins our Not So Rehash award for providing a refreshing update to their series.

**Kotick Award for crimes against gaming - WINNER: Anita Sarkeesian**

If this were the Oscars, Anita would be Oscar bait. But don't hit on her, you silly boys. Because while she may look adorable, she's actually a hardened gaming criminal. We've got her on charges of manipulating discussion, ignoring evidence, and playing video games with intent to pigeonhole. She and the FBI-listed terror group, "Feminist Frequency," are still at large, so be careful, and be cautious. If you are a straight white male, it might not hurt to install electronic security, a phone tracing system, and even buy a dog. Keep those curtains closed at night. Because with her Kotick award for crimes against gaming, Anita is on the prowl.

## **Kong Award for best soundtrack - WINNER: Hotline Miami**

The only thing that could paint the game louder and brighter than its own neon-soaked presentation is its ethereal, 80's influenced, electronic soundtrack, which assembles the efforts of a selection of independent electronic artists. The bizarre dialogue sections are backed by unsettling, psychedelic tracks. The action music is fun and catchy with a dark, sinister tone, driving every attempt and respawn. Once each level is complete, the music is silenced and replaced with an evil drone, giving the player a solemn atmosphere to soak up what has just occurred. Finally, Jasper Byrne's "Miami" forgives the player while tallying the score between levels. The soundtrack correctly emphasizes the gameplay at every point, and for this we award Hotline Miami the Kong Award.

## **Nature of a Man Award for best writing - WINNER: The Walking Dead**

Telltale have crafted a masterful narrative road, fueled by pressingly hard player choices, ultimately leaving each adventurer at more-or-less the same destination by design, yet compelling the player to work through the difficult choices they make. And it's a zombie game that's not in the least bit about the zombies. It's a firm, character driven tale where the player finds themselves juggling between characters and developing relationships with them until they ultimately come and go. The quality of dialogue and storytelling is such that players perceive their choices as important, and find themselves invested completely in the result. For showing us that adventure games with simple game mechanics can still be executed in a meaningful way with great narrative, Telltale achieves the Nature Of A Man Award.



## **Hyperbole Award for best trailer - WINNER: Watch Dogs**

Much of the greatness of this trailer lies in the context of its reveal. At was one of the worst E3 shows ever, this unknown title's trailer blew everyone away during the Ubisoft conference. A vague dystopian animation with some slick motion graphics gave us the rundown on the world we were about to see. This was followed by an extended gameplay trailer, showing what looked like an open world with a hacker twist. Many unique gameplay features were shown in real time, a welcome change from pre-rendered teaser trailers. After some interesting action and dialogue, our collective mouths dropped as the camera panned and zoomed out, revealing the scenario was actually multiplayer, and being observed by other active players. Let's hope the game lives up to the hype the trailer has created, unlike last year's winner Dead Island.

## **Stop It Award for raping a dead horse - WINNER: Call of Duty**

This may be the last year this award is included for nominations since the franchise has won in a landslide two years in a row. There really isn't much to say that hasn't already been said. Infinity Ward and Treyarch take turns shitting out the same game and adding new screen popups year by year. Only this year, it's Treyarch's turn to be asked to "Stop It." for raping the dead horse that is Call of Duty.

**lods of emone Award for biggest cashgrab - WINNER: Tropes  
vs Women in Video Games**

**INSTIG8IVEJOURNALISM:** Come on, how can the winner be anyone but Anita Sarkeesian, especially with me doing voiceover? Let's be fair, her initial goal for a Kickstarter had been a mere \$6,000. But even so, \$6,000, for YouTube videos? Ones that she'd been making all along? And after receiving this money she's made fewer videos than ever, which is to say none. Zero videos, after two deadlines. Unless you count her speaking tour, her interview with Canadian TV and her TEDx talk... In a way, she has given back a bit. I mean, because of her, YouTube sends me a check once a month. So, thanks for the new hard drive Anita! And that's just from two videos. Real tabloid writers can probably thank Anita for a good quarter of their yearly salary. It's for this, and obviously for her terrible Kickstarter, that Anita Sarkeesian wins the lods of emone Award for biggest cashgrab.

**Press X To Win The Award - WINNER: Katawa Shoujo**

**CHADWARDEN:** Sup bitches. What's up bitches? It's Chadwarden here. Aight. I'm talking about that /v/GA Awards. Man, they best rename that shit to /v/G Gay Awards. See, Chadwarden... Chadwarden's been looking at the games... aight. All the games, like that pussy ass bullshit Katawa Shoujo. I don't know about you, but that shit ain't ballin'. Aight. Chadwarden ain't gonna play as some white boi running around and fucking white crippled bitches. Fuck that shit. Aight? There ain't one black bitch in there! Aight? You got your blonde bitch, Lilly. You got your bacon bitch, Hanako. Aight? But you ain't got one black bitch in there. One. Not one. And people try to say that them bitches are asian. Aight? Don't even get me that shit. Aight? That them bitches ain't fucking white. Aight? Look at them bitches eyes. Aight? Bitches, you ain't fooling me. Aight? You know, they might be fooling weeaboos, shit, you know, trying to tell me they're asian bitches. But they ain't fooling Chadwarden, aight? Who wants to play that shit? I-I need to shoot some niggas. Pow pow! True niggas, true niggas don't play that game, you know who play that shit, gay niggas. Gay niggas. Chad Daddy stresses ABAP. Katawa Shoujo stresses bullshit.

## **Malignance Award - WINNER: Corrupt Journalism**

**EmptyHero:** I am the SmegmaKing. Undoubtedly, you have come to witness the unfurreling of Nyanners's penis. Instead, you will discover what force is most detrimental to gaming.

Are corporations the force most detrimental to gaming? No! We wouldn't start with the winner. And this isn't some intramural girl soccer competition where everybody gets a pity award. Corporations are not inherently evil. They only commit evil acts in the pursuit of profit. If Bobby Kotick thought he could make more money sucking dicks, he'd put your mother out of business! He'd be the most efficient goo gobbler on the block, and he'd offer a stinky pinky for a mere 800 Microsoft points extra. You can't beat that. You can't beat it!

Is misguided advocacy the most detrimental force to gaming? No, but it is the sexiest. "Wah! My dad once brushed against my front butt when I was 24! Now I have to disassemble the patriarchy one videogame at a time! First, I'll force role playing game developers to make their games about homosexual black men eating each other's doodie. That's a way more effective method of whoring attention than cultivating a personality!"

Is DLC the most detrimental force to gaming? It robs games of features that either already are on, or SHOULD be on the disc, and trivializes the value of unlockable content. However, DLC primarily exists to separate morons from their money. If not for DLC, these blithering retards would spend their monthly government allowance on hardcore furry porn or ooo... Apple products!

Are the low standards of the modern gamer the worst of the worst? You and I both know that Skyrim has half the content of Oblivion and one fourth the content of Morrowind, but the average "LOL I'M SUCH A NERD" faggot does not. They think. "Oh boy! I get use a sword, magic, and uninteresting dialogue choice" They won't have a negative opinion of the direction of the franchise until they play Skyrim 2, and find it has only one stat, two cities, and mandatory interspecies homoerotic buttsex. Which of course, is the very worst sort of buttsex. Believe me, I checked.

And the winner is... Corrupt Journalism. People don't want facts. They want hot, throbbing, veiny, pulsating, bulging, dribbling, sweaty... opinions. They don't want to think

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critically and form their own opinions. They want IGN to tell them which casual corridor based brown person shooting game to play while eating Doritos, drinking Mountain Dew, and soaking their extra large mass effect hoodies with salty bitch tears. This is the same branch of Journalism that reviews games from the same companies that sponsor their hosting fees; the same journalists that work for a game company, and write favorable reviews of said companies games, and threaten libel lawsuits if anyone that points that shit out! This is the same branch of Journalism that will publish any three sentence blurb so long as the headline is controversial enough to create traffic via backlinks. Does Kotaku have people investigating the fate of The Last Guardian? No! They want you to know that the phallic shaped pipes in Mario are sexist and why it is immoral NOT to have sex with your house pets. Gaming Journalism evokes the most damage and ill will within the gaming community. via dishonest reviews, pandering, intentionally divisive arguments, mischaracterizations of persons and events, as well as outright lies. They think of their readers as children with no talent for critical thought. And you prove them right with every click.

Sincerely, the EmptyHero aka. the Smegma King. Goodbye.

## **Blunder of the Year - WINNER: TORTanic F2P**

**STANRY ROO:** Hello there! It is nice to be out of forum for a while to accept the - wait. "Blunder of the Year?" Oh no! There's been a terrible error!

[STANLEY rewrites the award in sharpie to say WONDER of the year Award]

There, error is now Ding Dong Bannu. "Wonder of the Year Award!"

Old Republic is a great game, and now that it's free to play ANY-BODY can play.

We also have many exciting features for our premium players, like sprinting and god-items! As you can see on our servers all nasty trolls and whiners have been BANNED so only TRUE FANS are left to experience the game. Old Republic have a many great features, like big open fields and plenty of room to move around. Game have great combat system like Call of Duty.

And it's quite fluid in its content. There are many good dialogue choices so player can play their way, and if you want you can play as gay.

**SECURITY:** Mr. Woo, we've told you before that you're fired.

**STANRY ROO:** GAME HAVE MANY GREAT FEATURES TOO! LIKE THE DARTH VADER AND THE CHEWBACCA!

**SECURITY:** Budget is tight enough at Bioware Edmonton alr-

**STANRY ROO:** Get off of me!

[**STANRY** throws a glass towards the direction of the security guard. It shatters on the ground, and makes a large noise.]

**STANRY ROO:** Me and the rest of the team at BioWare hope to see you in the game soon, and we spot new players pretty quickly! Let go! I ban you! I BAN YOU ALL! I END THE RINES. ME, NOT YOU! I CONTROL THE FORUM!!!!

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